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Titolo	European social democracy during the global economic crisis : Renovation or resignation? // edited by David J. Bailey, Jean-Michel De Waele, Fabien Escalona, Mathieu Vieira
Pubbl/distr/stampa	Manchester : , : Manchester University Press, , 2014 Baltimore, Md. : , : Project MUSE, , 2017 ©2014
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Disciplina	324.243074
Soggetti	Socialist parties Social policy Economic policy Buddhism and politics UE/CE Etats membres Partis europeens Partis politiques Crise economique Socialistes Sociaux democrates Global Financial Crisis, 2008-2009 - Political aspects - European Union countries Socialist parties - Europe Electronic books. Europe European Union countries Europe Europe Social policy Europe Economic policy
Lingua di pubblicazione	Inglese
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Nota di bibliografia	Includes bibliographical references and index.

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abbreviations; 1 Introduction: David J. Bailey, Jean-Michel De Waele,
Fabien Escalona and Mathieu Vieira; Part I The political economy of
European social democracy under global economic crisis; 2 'It does not
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democracy: Jenny Andersson; 8 German social democracy: a popular
project and an unpopular party: Ingo Schmidt
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thousand cuts?; Index

2. Record Nr.	UNINA9910409996503321
Autore	Kumar Abhishek
Titolo	Beginning PBR Texturing : Learn Physically Based Rendering with Allegorithmic's Substance Painter / / by Abhishek Kumar
Pubbl/distr/stampa	Springer Nature, 2020
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (270 pages) : illustrations
Disciplina	794.815
Soggetti	Video games - Programming Computer graphics Game Development Computer Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: What Is Our Goal in This Book? -- Chapter 2: Graphics in the Game Industry -- Chapter 3: The Workflow of Texturing -- Chapter 4: Texturing Games vs Texturing Movies -- Chapter 5: PBR Texturing vs Traditional Texturing -- Chapter 6: Substance Suite and Substance Painter -- Chapter 7: Hardware Specifications for Your Computer -- Chapter 8: Painter's Graphical User Interface -- Chapter 9: Viewport Navigation in Painter -- Chapter 10: Project Setup: Importing a 3D Model into Painter -- Chapter 11: Baking and the Importance of Mesh Maps -- Chapter 12: Working with Materials, Layers, and Masks -- Chapter 13: Working with Procedural Maps -- Chapter 14: Substance Anchors -- Chapter 15: Rendering with Iray -- Chapter 16: Integration with Marmoset, Maya, and Blender -- Chapter 17: Rendering a Portfolio -- Chapter 18: Integration with Unreal Engine (UE4) -- Chapter 19: Tips and Tricks of Substance Painter.
Sommario/riassunto	Delve into the concepts of physically based rendering (PBR) using Allegorithmic's Substance Painter. This book covers the integration of PBR textures with various 3D modeling and rendering packages as well as with the Unreal Engine 4 game engine. Beginning PBR Texturing covers all aspects of the software and guides you in implementing its incredible possibilities, including using materials, masks, and baking.

Integration with both internal and popular external rendering engines is covered. This book teaches you the skills you need to use the texturing tool that is recognized by studios worldwide. You will know tips and tricks to implement the pipeline and speed up your workflow. You will:

- Know the fundamentals of PBR-based texturing from the ground up
- Create production-ready textured models from scratch
- Integrate PBR textures with standard 3D modeling and rendering applications
- Create portfolio-ready renders using offline renderers.
